DUALINK

Hakari

BBEG



JJK Edition

Hakari

Medium humanoid, chaotic neutral

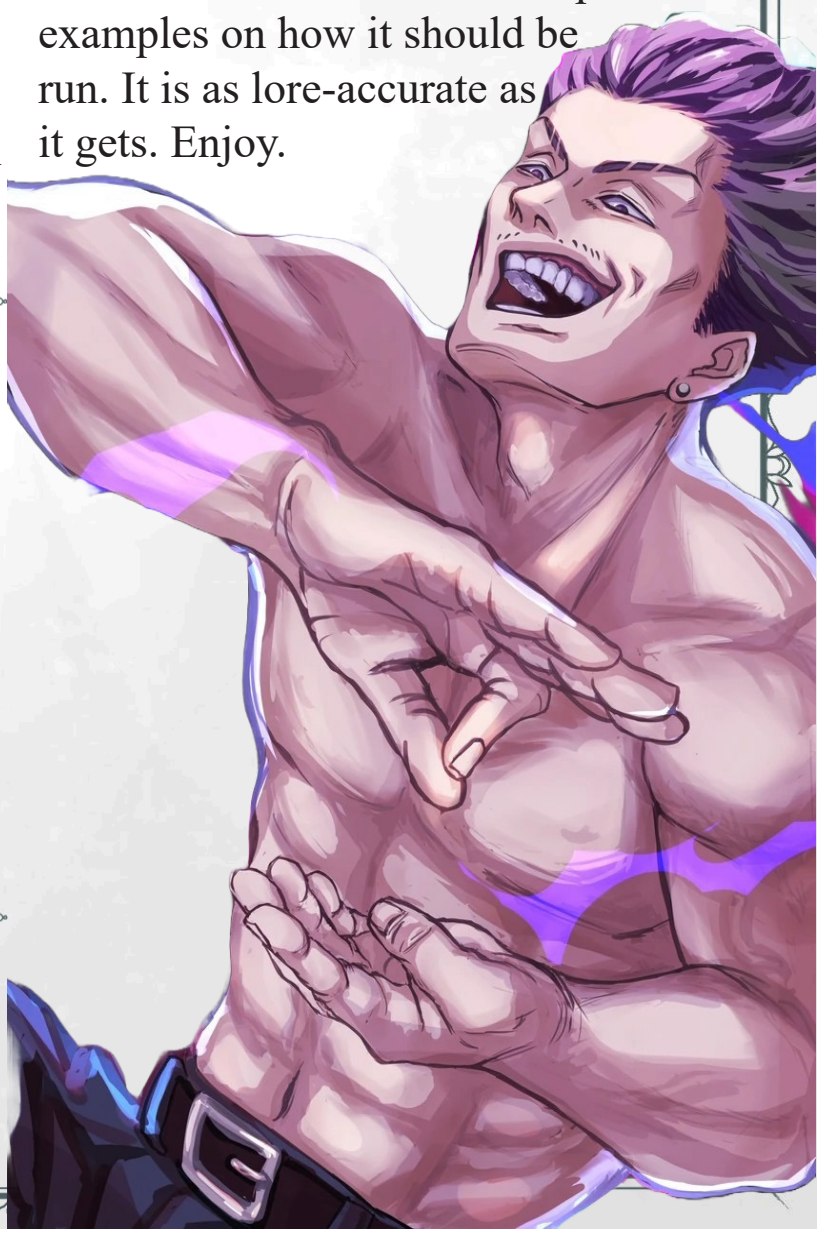
Armor Class: 18 (natural armour)
Hit Points: 340 (25d10 + 150)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	22 (+6)	14 (+2)	12 (+1)	18 (+4)

Saving Throws: Dex +10, Con +10, Cha +9
Skills: Acrobatics +10, Insight +6, Persuasion +9
Damage Resistances: Psychic, Force
Condition Immunities: Charmed, Frightened
Senses: Passive Perception 11
Languages: Common, Infernal
Challenge: 20 (25,000 XP)

"The luckiest man alive"

Viewer discretion advised: this is a very complicated Shat Sheet. At the end we have included some tips and examples on how it should be run. It is as lore-accurate as it gets. Enjoy.



Legendary Resistances (3/Day). If Hakari fails a saving throw, he can choose to succeed instead. However, each time he uses this feature, he must roll a d6. On a roll of 1, he loses one use of Legendary Resistances for the day.

Idle Death Gamble. When Hakari is reduced to 99% HP or lower, he immediately activates his Domain Expansion: Idle Death Gambler as a free action. This occurs once per combat. In his domain, he has a chance of hitting a ***Jackpot***. If he hits a ***Jackpot*** he restores 110 HP, recovers all lost limbs, and for the next two rounds Hakari becomes invulnerable, having immunity to all damage types. Additionally, all his attacks are improved as detailed below.

(See the Domain Expansion rules below for more details.)

Luckiest Man Alive. Hakari can use Balls and Shutters to improve his chances of getting a ***Jackpot***.

Lucky Shutters. Hakari uses shutters during his turn to manipulate the hype level of the scenario. If a shutter attack hits a target, the hype level upgrades by 1 step as such Green → Red → Gold → Rainbow (Guaranteed Jackpot). He may upgrade the scenario level with this ability only once per round. The damage of the shutters depends on their type as such:

- *Green Shutters*: *Melee Attack:* +8 to hit, reach 10 ft., one target. Damage: 4d6 bludgeoning.
- *Red Shutters*: *Melee Attack:* +10 to hit, reach 10 ft., one target. Damage: 4d8 bludgeoning.
- *Gold Shutters*: *Melee Attack:* +12 to hit, reach 10 ft., one target. Damage: 4d10 bludgeoning.

Jackpot Effect: The shutters deal additional damage equal to 4d10 force damage.

Lucky Balls. Hakari uses Lucky Balls to manipulate the hype level via legendary actions. He may upgrade the scenario level with this ability only once per round. The damage of the balls depends on their type as such:

- *Green Balls*: *Ranged Attack:* +8 to hit, range 30 ft., one target. Damage: 4d6 force.
- *Red Balls*: *Ranged Attack: +10*to hit, range 30 ft., one target. Damage: 4d8 force.
- *Gold Balls*: *Ranged Attack:* +12to hit, range 30 ft., one target. Damage: 4d10 force.

Jackpot Effect: The shutters deal additional damage equal to 4d10 force damage.

The outcome on the hype level can be altered as follows:

- *Both Balls Hit:* Hype level upgrades by 1 step (e.g., Red → Gold).
- *One Ball Hits*: Hype level remains the same.
- *Neither Ball Hits*: Hype level decreases by 1 step (e.g., Gold → Red).

Actions

Multiattack. Hakari strikes with any combination of (A) Lucky Shutters or (B) Gambler's Strike.

Lucky Shutters. Hakari uses shutters to manipulate the hype level of the scenario. Those are described above.

Gambler's Strike (Recharge 3-6). Hakari rolls 3d20, and the target rolls 2d20. If the target's total is higher, they dodge. On a failed dodge, Hakari deals 45 (10d8) bludgeoning damage.

Jackpot effect: The strike deals half damage even on a successful dodge and it deals an additional 3d10 force damage. Furthermore, Gambler's strike no longer has a recharge and during Multiattack it may be used three times.

All-In Bet (Recharge 6). Hakari rolls 2d6 at the start of his turn. Depending on the result, he gains one of the following benefits until the start of his next turn:

- *2-5:* Hakari's AC increases by +2.
- *6-10:* Hakari's melee attacks deal an extra 3d8 damage.
- *11-12:* Hakari gains resistance to all damage types.

Jackpot Effect: Gains 4 AC instead of 2, deals an additional 6d8 force damage with his melee attacks instead of 3d8, gains advantage on all saving throws instead of resistance.

Hakari's eyes glow, his grin widening as he doubles down on his fate.

Bonus Actions

Hakari's Victory Dance. Hakari performs his signature dance, spinning around with flair and confidence. A single creature of Hakari's choice within 30 feet must succeed on a DC 15 Wisdom saving throw or take 1 psychic damage from sheer embarrassment. On a natural 1, the target gets stunned.

Jackpot Effect: Target has disadvantage.

Mocking Laughter. Hakari points and laughs hysterically at the creature attacking him. A single creature within 30 feet must succeed on a DC 15 Charisma saving throw or take 1 psychic damage as their resolve falters under his ridicule. On a natural 1, the target gets frightened.

Jackpot Effect: Target has disadvantage.

Legendary Actions

Hakari can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Hakari regains spent legendary actions at the start of his turn.

Slot Machine Roll. Hakari rolls a d20. On a roll of 15 or higher, he gains one use of Gambler's Strike.

Jackpot Effect: Rolls with advantage and gains 2 uses of Gambler's Strike on a success.

Lucky Balls. Hakari throws two Lucky Balls.

Reckless Charge (Costs 2 Actions). Hakari moves up to 40 feet and makes an unarmed strike. On a hit, the target must succeed on a DC 19 Strength saving throw or be knocked prone.

Jackpot Effect: Deals an additional 3d10 force damage, and creatures hit are also stunned until the end of their next turn.

Domain Expansion Rules

1. Roll for the Scenario

Roll 1d4 immediately before Hakari's turn to determine the initial hype level of the performance:

1. ***Transportation IC Card Reach*** (Green Shutters and Green Balls, 20% chance of a jackpot).
2. ***Commuter's Seat Scramble*** Reach (Green Shutters and Green Balls, 20% chance of a jackpot).
3. ***Enduring a Full Bladder on the Express Train Reach*** (Red Shutters and Red Balls, 50% chance of a jackpot).

4. ***Precious Last Friday Train Reach*** (Gold Shutters and Gold Balls, 80% chance of a jackpot).

Players may disrupt the performance by interacting with the scenario in creative ways (see "Scenarios and Disruptions" below). Successfully disrupting a scenario reduces the current hype level by 1 step.

Influencing the outcome

Hakari can use shutters and balls during his turn to increase the current hype level as previously described.

Upgrading a scenario from gold results in the Rainbow level, where a Jackpot is guaranteed.

Scenarios and Player Disruptions

Transportation IC Card Reach

Hakari's domain conjures a train station where a train is about to leave. The players' goal is to stop the train from departing, as failure to do so causes the train to leave and the scenario's hype level maintains.

Distraction 1. A player can make a DC 16 Sleight of Hand check to "hack" the card reader, causing it to malfunction and preventing the train from departing. Success reduces the hype level by 1 step. Alternatively, a player can destroy the card reader with an attack (AC 14, HP 15), causing the scenario to stall.

Distraction 2. A player can attempt to block the passengers' entry to the train with a DC 16 Athletics or Acrobatics check. Success disrupts the scenario and reduces the hype level by 1 step. Alternatively, a Deception or Intimidation check (DC 18) can scatter the passengers, stalling the train's departure.

Commuter's Seat Scramble Reach

A scramble ensues as passengers (animated by the domain) fight for the last seat on a packed train, creating chaos in the battlefield.

Distraction 1. A player can make a DC 18 Acrobatics or Athletics check to leap onto the train and occupy the seat themselves, reducing the hype level by 1 step.

Distraction 2. A player can use a Deception or Persuasion check (DC 16) to trick the "commuters" into leaving the area, disrupting the scenario.

Enduring a Full Bladder on the Express Train Reach

The battlefield transforms into a high-speed express train, with passengers in visible distress due to the lack of bathrooms. The tension builds as the train speeds up.

Distraction 1. A player can find the emergency brake and make a DC 18 Investigation check to activate it, halting the train and reducing the hype level by 1 step.

Distraction 2. A player can attempt to locate and "fix" the domain's projected restroom with a DC 16 Arcana or Survival check, calming the passengers and reducing the hype.

Precious Last Friday Train Reach

The domain recreates the final train on a Friday night, where passengers rush to board before it leaves. A golden glow surrounds the train, indicating its high stakes (Gold Ball scenario).

Distraction 1. A player can attempt to stop the train from departing by holding the doors open with a DC 18 Strength check.

Distraction 2. Aplayer can calm the rushing passengers using a DC 16 Persuasion or Insight check, reducing the hype level by 1 step.

2. Roll for Jackpot Success

At the end of the round (after all players have acted, and before Hakari's turn) roll 1d100 to determine if the jackpot is hit based on the current hype level:

- *Green:* Jackpot on 1-20.
- *Red:* Jackpot on 1-50.
- *Gold:* Jackpot on 1-80.
- *Rainbow:* Guaranteed Jackpot.

3. Check for Pseudo Spin

After the jackpot roll, roll another d100 to check for a pseudo spin. On a 1-10 a Pseudo spin activates creating the illusion that the last number was seen, but actually keep rolling. As a result, Hakari is forced to reroll for a Jackpot. (Go back at Stage 2)

If a pseudo spin prevents him from hitting a jackpot, for the next round he reeives an additional 20% probability bonus to all scenarios.

4. Determine Post-Jackpot Effect

If a jackpot is successfully hit, after it finishes roll d100 to check whether Hakari enters Probability Shift or Time Reduction:

- *1-75:* Probability Shift (see below for permanent changes to probabilities).
- *76-100:* Time Reduction (Hakari spins multiple times in the next round, rolling 3d100 for jackpots).

Record the post-jackpot effect to apply in the next spin.

5. Pity Mechanic

If four spins fail to result in a jackpot, the fifth spin is guaranteed to hit a jackpot regardless of rolls. The pity mechanic resets once a jackpot is hit.

Probability Shift

When Probability Shift is triggered, future jackpot chances permanently increase, representing Hakari's momentum. Apply the following cumulative changes on Jackpots result :

- *First Jackpot:* Add +15% to all probabilities.
- *Second Jackpot:* Add +30% total to all probabilities.
- *Third Jackpot:* All scenarios result in a Guaranteed Jackpot regardless of rolls.

Time Reduction

Time Reduction activates when the post-jackpot roll (Step 4 in the main sequence) results in a 76-100. It lasts for 2 rounds.

During these 2 rounds, Hakari rolls 3d100 instead of 1d100 during each spin. Each d100 is evaluated independently for jackpot success.

If Hakari fails to hit a jackpot during both Time Reduction rounds, the effect ends, and his Domain reverts to the normal stage (1 spin per round).

If Probability Shift is active during Time Reduction, the increased jackpot odds apply to all rolls as they are permanent.

DM Tips

Use a notebook, spreadsheet, or DM screen tracker to record the following:

Jackpot Probabilities:

- *Green Ball:* Base 20% → 35% (After probability shift) → 50% (After second probability shift).
- *Red Ball:* Base 50% → 65% (After probability shift) → 80% ((After second probability shift)).
- *Gold Ball:* Base 80% → 95% (After probability shift) → Guaranteed (After second probability shift).

• *Rainbow:* Always Guaranteed.

• The extra 20% chance of a jackpot is caused by disrupting a jackpot with Pseudo Spins.

• *Pseudo Spin:* 10% chance (1-10 on d100).

Post-Jackpot Effects:

• *1-75:* Probability Shift (Permanent Odds Increase).

• *76-100:* Time Reduction (Temporary Extra Spins for 2 Rounds).

Current Hype Level. Track the current hype level: Green → Red → Gold → Rainbow.

Jackpot Tracker. Count the number of consecutive spins without a jackpot for the pity mechanic (guaranteed jackpot after 4 failed spins). Note the total number of jackpots hit to apply the correct Probability Shift bonus.

Scenario Details. Track the active scenario (e.g., Commuter's Seat Scramble Reach). Record player actions that disrupt the scenario and reduce the hype level.

Example Turn

Hakari is in his Domain Expansion: Restless Gambler. The hype level is currently Red Ball, and the active scenario is Commuter's Seat Scramble Reach. The DM tracks the following:

• *Current hype level:* Red (50% chance of jackpot).

• *Jackpot tracker:* 1 failed spin so far.

• *Legendary Actions:* 0 used this round.

Roll for the Scenario. The DM rolls 1d4: ***Result: 3*** → The scenario remains Commuter's Seat Scramble Reach (Red Ball and Shutters).

Hakari's Turn. Hakari makes three Shutter attacks, hitting twice. The hype level upgrades from Red → Gold (maximum one upgrade per turn).

Hakari throws two Golden Balls, hitting both. The hype level upgrades from Gold → Rainbow (Guaranteed Jackpot).

As his bonus action, Hakari throws two Golden Balls, but only one hits therefore the hype level remains at Gold.

Player Interaction. The players successfully disrupt the scenario, reducing the hype level. As a result, the hype level decreases from Gold → Red.

Jackpot Roll. The DM rolls 1d100 for the jackpot based on the Red hype level (50% chance). Result: 77. The roll fails.

Pseudo Spin. The DM rolls 1d100 for a Pseudo Spin and gets a therefore it is triggered (10% chance).

Jackpot Roll V2. The DM rolls another 1d100 as the result of the Pseudo Spin for the jackpot based on the Red hype level (50% chance). Result: 47. The roll succeeds and Hakari hits a Jackpot.

Pity Mechanic Reset. Reset the pity mechanic and prepare for the Post Jackpot Roll.

Post Jackpot Roll. After 2 rounds with no spins, when the Jackpot expires, the DM rolls 1d100. Result: 77. Hakari enters Time Reduction Mode in which he will have 3d100 instead of 1d100 when aiming for a Jackpot.

"I use skill to grab ahold of luck!"